

Haobo Zhou's Notebook

07/11/16

Work finished:

1. Learn gene switch theory.
2. Paint protein.
3. Write the content thinking of game feedback video.
4. Look through other teams HP.

Problems unsolved:

1. It's in doubt about the gene switch of repressor and promoter composed is NOT or AND logic function.

07/12/16

Work finished:

1. Learn the gene switch theory all parts again, focusing on the study of the Runge-Kutta algorithm.
2. Look through other teams HP.
3. Learn the model 1 of genetic circuit.

Problems unsolved:

1. The matrix index of the final step has not figured out yet, need to check again.

07/13/16

Work finished:

1. Learn the model 2 and 3 of genetic circuit.

Problems unsolved:

1. Don't understand the code that is written by Mathematica.

07/14/16

Work finished:

1. Learn the first part of nbt2401.

Problems unsolved:

1. Drawing graphics using MATLAB were different from teacher's, find the problems that exist.

07/15/16

Wok finished:

1. Learn the example 1 of genetic circuit.
2. Learn the part of insulator working principle.

Problems unsolved:

1. How to make the feedback video of Bio2048 and market this game.

07/16/16

Work finished:

1. Write the HP.

Problems unsolved:

1. Finish the pictures of Bio2048.

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07/18/16

Work finished:

1. Read carefully about SYSU wiki in 2014 and 2015, Hill equation is core.
2. Look up the analyze the wiki and human practice of other teams.

Problem unsolved:

1. Extract model data.
2. Design wiki.

07/19/16

Work finished:

1. Clear up the 31st model.
2. Look up the excellent human practice project and design.

Problem unsolved:

1. Consider some details of human practice.
2. Design wiki.
3. Clear up the model.

07/20/16

Work finished:

1. Analyze other team's human practice page in wiki and design ours'.
2. Analyze the 33st model.

Problem unsolved:

1. Consider some details of human practice.
2. Design wiki.

07/22/16

Work finished:

1. Amend the video plan of human practice.
2. Design wiki.

Problem unsolved:

1. Draw the video material.
2. Design wiki interface.

07/23/16

Work finished:

1. Draw the video material.
2. Look up wiki of other teams and consider ours.

Problem unsolved:

1. Design wiki interface.

07/25/16

Work finished:

1. Draw the web elements for DNA storage software.

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Problem unsolved:

1. Practice the use of PS.

07/26/16

Work finished:

1. Draw the web background.

Problem unsolved:

1. Make the wiki typesetting.
2. Design web background for DNA storage software.

07/27/16

Work finished:

1. Design the web typesetting for wiki.

Problem unsolved:

1. Select the background-color for wiki.
2. Design web elements.

07/28/16

Work finished:

1. Draw web icons.
2. Study the FSP algorithm.

Problem unsolved:

1. Identity the main color and beautify details.

07/29/16

Work finished:

1. Study the FSP algorithm.

Problem unsolved:

1. How to build the state matrix in FSP algorithm.

08/01/16

Work finished:

1. Draw web page and game elements
2. Scan other teams' wiki.

Problem unsolved:

1. Design the style of video.
2. Design the visual patterns.

08/02/16

Work finished:

1. Write the article of iSWU video.
2. Learn Python.

Problem unsolved:

1. Beautify the elements of wiki.

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2. Design the logo for Bio1024.

08/03/16

Work finished:

1. Analyze other teams' wiki style.
2. Learn Python.

Problem unsolved:

1. Beautify the wiki.

08/04/16

Work finished:

1. Analyze other teams' wiki style.
2. Study Python.
3. Draw the web elements.

Problem unsolved:

1. Identity the background color.